

BARS Committee Meeting Agenda
6 February 2019

Attendance: Scott Brimmer, Tim Brown, Twan Claiborne, Julian Dilorio, Stephen Edwards, Juni Mercado, Chris Myron, Domenic Pucella, Dalton Richardson, Sal Scrimenti, Dennis Trammell, Andrew Vurlumis, Michael Wellbrock, Alex Yee

Committee: Matthew Crawford, Joshua Thai

Mission Statement: Big Apple Recreational Sports is New York City's non-profit, community-minded co-ed sports league for lesbian, gay, bisexual, transgender, queer and LGBTQI-friendly New Yorkers who want to play competitive sports in an athletic environment free of harassment, discrimination and drama. Our leagues are committed to creating an inclusive environment for all participants.

1. Open Discussion from the Committee

- a. Want something discussed at the meeting? Think there is a problem? Have a good idea and want to get more involved? Toss it in the mix for discussion!
 - i. No issues presented

2. Updates from the Commissioner

- a. Update on Roosevelt Island Fields
 - i. RIOC informed us that Octogon Field is still under construction and for Summer and Spring, no permits will be available for Firefighters Field on Fridays or Saturdays, reserving it for RI community initiatives.
 - ii. New application process opened Monday for a week-long period. After this period, applications will be accepted with priority by tiers: RIOC orgs get priority, then 501Cs, then all other.
 - iii. Applications have been submitted for Pony/Copabianco
 - iv. Requests for permits include:
 1. Saturday for two hours on far fields, Sunday for Firefighters.
 - v. Additional spaces for fields in Manhattan are being explored as a contingency.

3. Proposals + Sport Discussions

- a. BARS Participation in WorldPride 2019 March – Pursuing lease of Float Addendum (JM/CM)
 - i. Motioned by JM, seconded by CM: Yea 12; Nay 1; Abstain 1
 - ii. Concurring views included:
 1. This is the big, World Pride event, 50th anniversary of Stonewall riots, one of few times we can do for a momentous event.
 2. Could lead to raffled off access to float etc. which could further support philanthropic efforts
 3. A new sponsor, Heritage of Pride, is giving BARS money, which in turn can be used for our Pride efforts.
 4. Additional sponsors could be possible
 - iii. Dissent included:
 1. With everything it appears that we are paying approx \$8k for so few people to be on a float for a single event. That does not appear to be in line with our priorities.
 2. The "\$10k" could potentially be spent for several other individual initiatives that would affect a greater number of people.
- b. Kickball Game Play Proposal (SE)

- i. Motioned by MW, seconded by AY: Yea 14, Nay 0, Abstain 0; Proposal is unanimously approved
- ii. Motivation: stems from post season surveys. Lot of teams are beginning to stall. This is meant to ensure a play full final inning, removing strategy that solely plays off of time.
- iii. Concurring opinions included:
 - 1. Would allow for games to remain within permit times and social commitments
 - 2. Used by other leagues (varsity gay league)
- iv. Of note:
 - 1. Does not impact tournament games that are meant to be played over 30min
 - 2. Will apply to both Kickball leagues
 - 3. Announcement of rules will be included with initial emails and captains will be reminded
 - 4. Ruled will take effect as of full spring seasons
- c. Saturday Rule Change redaction (MW)
 - i. Motioned by MW, seconded by CM: Yea 11, Nay 1, Abstain 2
- d. Dodgeball Headshot (AY)
 - i. Motioned by DT, seconded by SE: Yea 14, Nay 0, Abstain 0; Proposal is unanimously approved
 - ii. Concurring opinions include:
 - 1. Clarification has been a long time coming
 - 2. Many other leagues have very different policies in place
 - 3. Meant to benefit defending players without overly penalizing offensive players
 - 4. Provides rule clarity
 - iii. Of note: Rule becomes applicable for next full season
- e. Dodgeball High Throw (AY)
 - i. Motioned by AY, seconded by JD: Yea 13, Nay 0, Abstain 1
 - ii. Motivation: A clearer definition had been lacking, this is meant to provide greater clarity
- f. Dodgeball Center line discussion (JD)
 - i. Slick floors and extraneous conditions motivated a discussion about the need for stringent rules regarding slight passes over the center line during initial ball rushes.
 - ii. This resulted in considerations of taking out rule about crossing the center line during initial rush entirely, but further exploration is required.

1. Brief Sports Updates From Directors

- a. Bowling
- b. Dodgeball
- c. Kickball

2. Philanthropy

3. Treasury

- a. 1099s sent to those refs who made more than \$600 for the 2018 calendar year
- b. Will be working with Wolfrum to get the 2018 taxes done ASAP

4. Press/Marketing

5. Social

6. Miscellaneous

- a. Jock-a-thon update (JM)

Proposal a: BARS Participation in WorldPride 2019 March – Float Addendum (JM/CM)

Rental of a float from Blondie's

Cost of base float: \$6,000 (\$3,000 deposit due by end of Jan, balance due upon delivery)

Cancellation/Postponement terms:

- If parade is cancelled due to inclement weather, deposit is non-refundable, as we have already prepared your float
- If we arrive at the parade site, due to failure of notification of cancellation/postponement, the full amount will be due
- There will be no additional charges above the original price stated on this contract if the parade is postponed and we are available for the rain date, providing we were notified of the postponement prior to our leaving for your event. However, if we are not notified prior to leaving, you will be responsible for the expenses incurred to bring the float to the parade on the rain date.

Current funding: \$4,000, To be covered by supplemental sponsorship dues for Spring Bowling/Dodgeball from Heritage of Pride/ NYC Pride

Outstanding costs: \$2,000 – (balance of base float cost)
~ \$2,000 – (cost of signage, electrical generator rental, audio equipment)
\$4,000

The balance would need to be funded through Pride-designated fundraising events with the balance coming from general operating funds from collected dues and sponsorships.

Proposal b: Kickball Game Play Proposal (SE)

Currently written:

Games

- a. Seasons with 45 minute games
 1. Games will last 7 innings or 45 minutes
 - i. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - ii. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.

PROPOSED CHANGE:

Games

1. Seasons with 45 minute games
 - a. Games will last **at most** 7 innings or **approximately** 45 minutes
 - i. **Once the game reaches the 35-minute mark, the head ref will announce that the next inning (top and bottom) will be played and be the final inning**
 - ii. In the event of a tie score at the end of the game, the game shall be marked as a tie. **No changes.**
 - iii. ~~If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes~~

the lead during the bottom of the final inning, that team wins instantly and the game is over. **No longer relevant.**

Proposal c: Saturday Rule Change redaction (MW)

Currently written:

1. Games
 - b. Seasons with 30 minute games
 1. Games will last 5 innings or 30 minutes
 - i. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - ii. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
 2. A game that is unfinished after 30 minutes
 - i. If the game is currently in the top of the inning, the game shall end immediately and the score at the end of the last full inning will be the final score.
 - ii. If the game is currently in the bottom of the inning, the game will end when that inning is completed or if the Home team takes the lead.
4. Forfeits
 - a. If a team doesn't have at least seven (7) players 10 minutes after a game is supposed to start, that team forfeits.
 - b. In seasons with 30 minute games, if a team doesn't have at least seven (7) players 5 minutes after a game is supposed to start, that team forfeits.
 - c. The team that doesn't forfeit will get 7 runs and the team that does forfeit gets 0 runs.

PROPOSED CHANGE:

1. Games
 - ~~b. Seasons with 30 minute games~~
 - ~~1. Games will last 5 innings or 30 minutes~~
 - ~~i. In the event of a tie score at the end of the game, the game shall be marked as a tie.~~
 - ~~ii. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.~~
 - ~~2. A game that is unfinished after 30 minutes~~
 - ~~i. If the game is currently in the top of the inning, the game shall end immediately and the score at the end of the last full inning will be the final score.~~
 - ~~ii. If the game is currently in the bottom of the inning, the game will end when that inning is completed or if the Home team takes the lead.~~

4. Forfeits

a. If a team doesn't have at least seven (7) players 10 minutes after a game is supposed to start, that team forfeits.

~~b. In seasons with 30-minute games, if a team doesn't have at least seven (7) players 5 minutes after a game is supposed to start, that team forfeits.~~

c. The team that doesn't forfeit will get 7 runs and the team that does forfeit gets 0 runs.

Proposal d & e: Dodgeball Headshots and High Throws (AY)

***Currently written:** 13 a. NO HEADSHOTS OF ANY KIND: A player who throws a ball that hits an opposing player above the shoulders while that player is upright will be called OUT. A player who throws a high ball will be officially warned. Should said player throw a second high ball, they will be called out.*

PROPOSED CHANGES:

Part 1 (Headshots):

13. a. **HEADSHOTS:** A direct headshot (that is: a ball that travels directly from an opposing player's hand to a defending player's head) will result in the ball immediately becoming a dead ball and will not result in an OUT.

1. EXCEPTIONS

- a. When a player has more than 2 points of contact with the floor when hit in the head, that player is OUT.
 - i. Any part of their body counts as a point of contact
 - ii. If a defending player's ball is in contact with them and the floor, it counts as a point of contact
 - b. When the ball has been previously deflected off of another body part, player, or ball into the head, that player is OUT.
 - c. A player may not deliberately block the ball with their head. They will be called OUT.
2. Players struck with direct headshots are not OUT unless they are struck simultaneously (or nearly simultaneously) with other live balls
 3. Please note - A ball caught against a player's head is not considered a headshot and will count as a catch.

Part 2 (High Throws):

13. b. **HIGH BALLS:** A high ball is defined as a ball thrown above an opposing player's shoulder level when said player is standing upright. A player who throws a high ball will be given a first warning. Should said player throw a second high ball at any point during the same game, they will be called out. High Ball warnings reset after each game within a match.

1. OTHER HIGH THROWS

- a. If a ball is thrown above the shoulder level, even if not near an opposing player, a high ball warning will still be issued.
- b. If a defending player jumps to dodge and a ball thrown passes above shoulder level of the person in the air, it will be called a high ball and a warning will be issued.
- c. If a defending player jumps to dodge and a ball thrown passes in an area not above shoulder level of the person in the air, while still passing above the shoulder area of

another nearby player standing upright, it will be called a high ball and a warning will be issued.